Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously Presented) An online gaming system for playing games, the system comprising:

at least one wireless terminal adapted to run a multiplayer game to be played between said at least one wireless terminal and at least one other terminal running the game;

a game program executable by the at least one wireless terminal for providing game-related events;

means for determining a state of the game comprising means for scanning the game-related events, wherein at least one game-related predefined message is presented to a user of the at least one wireless terminal based on the determined state of the game;

means for selecting, by the user, whether to transmit the presented at least one game-related predefined message wirelessly from said at least one wireless terminal to said at least one other terminal;

means for modifying, if necessary, the at least one game-related predefined message to match the terminal capabilities of said at least one other terminal to which the predefined message is to be sent; and

means for transmitting said at least one game-related predefined message to said at least one other terminal.

2. (Previously Presented) The online gaming system of claim 1,

wherein the state of the game comprises at least one of before a game is being played by the user, during a game being played by the user, after a game has been played by the user, and when a predefined game-related criteria is met; and

wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

3.   (Original)   The online gaming system of claim 2, wherein the predefined game-related event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the opponent during the game.

4.   (Canceled)

5.   (Previously Presented)   The online gaming system of claim 2, wherein the predefined game-related criteria are met where at least one of the scanned game-related events match at least one of a plurality of predefined game-related events.

6.   (Original)   The online gaming system of claim 5, wherein the at least one game-related predefined message comprises content related to the at least one game-related event if the predefined game-related criteria are met.

7.   (Previously Presented)   The online gaming system of claim 1, wherein the game program comprises an indicator to be displayed when the at least one game-related predefined message appropriate for the state of the game is available for sending.

8.   (Previously Presented)   The online gaming system of claim 5, wherein the at least one game-related predefined message is sent automatically to the at least one other terminal when at least one of the scanned game-related events matches at least one of the plurality of predefined game-related events.

9.   (Previously Presented)   The online gaming system of claim 1, wherein the at least one wireless terminal comprises:

a dedicated button to be activated by the user to send the at least one game-related predefined message to the at least one other terminal.

10. (Previously Presented) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises at least one of:

a game-play message to be sent to the at least one other terminal during a game, and

a game-environment message related to playing a game to be sent to the at least one other terminal before or after the game.

11. (Original) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, a video, and a multimedia message.

12. (Previously Presented) An online gaming system for playing games, the system comprising:

at least one wireless terminal adapted to run a game to be played with at least one other terminal running the game;

a processor within the at least one wireless terminal for controlling functions relating to the game;

a storage device in communication with the processor;

a game program operative on the processor of the at least one wireless terminal comprising:

means for maintaining in the storage device a database identifying at least one set of predefined messages available to send from said at least one wireless terminal to said at least one other terminal;

means for scanning game-related events to identify conditions matching any of at least one predefined game-related criteria; and

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means for presenting at least one game-related predefined message to a user of
said at least one wireless terminal when at least one of the conditions
matching any of the at least one predefined game-related criteria is
identified, wherein the at least one game-related predefined message may be
selected by the user to be sent from said at least one wireless terminal to
said at least one other terminal;

means for modifying the at least one game-related predefined message to match the
terminal capabilities of said at least one other terminal to which the at least one
game-related predefined message is sent, wherein the at least one game-related
predefined message is subject to interaction with a user of the at least one wireless
terminal; and

means for transmitting said at least one game-related predefined message to said at least
one other terminal.

13. (Original) The online gaming system of claim 12, wherein the predefined game-related
criteria comprises an event that is related to the game and is predefined.

14. (Original) The online gaming system of claim 13, wherein the predefined game-related
event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting
the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the
opponent during the game.

15. (Currently Amended) The online gaming system of claim 12, wherein the game program
comprises:

an indicator to be displayed on the at least one wireless terminal when at least one of the
conditions matching any of the at least one predefined game-related criteria is
identified,

wherein the [provided] at least one game-related predefined message is appropriate to the scanned at least one predefined game-related event matching any of the at least one predefined game-related criteria, and

wherein said indicator indicates that the [provided] at least one game-related predefined message is available for sending.

16. (Previously Presented) The online gaming system of claim 12, wherein the at least one wireless terminal comprises:

a dedicated button to be activated by the user to send the at least one game-related predefined message to the at least one other terminal.

17. (Previously Presented) The online gaming system of claim 12, wherein the at least one game-related predefined message comprises at least one of:

a game-play message to be sent to the at least one other terminal during a game, and

a game-environment message related to playing a game to be sent to the at least one other terminal before or after the game.

18. (Original) The online gaming system of claim 12, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, a video, and a multimedia message.

19. (Previously Presented) A method of providing an online gaming system for playing games, the method comprising the steps of:

connecting at least one wireless terminal adapted to run a game to be played with at least one other wireless terminal running the game;

scanning game-related events to identify conditions matching any of at least one predefined game-related criteria;

presenting at least one game-related predefined message to a user of said at least one wireless terminal when at least one of the conditions matching any of the at least one predefined game-related criteria is identified;

selecting, by the user of the wireless terminal, the at least one game-related predefined message in order to sent the at least one game-related predefined message from said at least one wireless terminal to said at least one other terminal;

modifying, if necessary, the at least one game-related predefined message to match the terminal capabilities of said at least one other terminal to which the at least one game-related predefined message is to be sent; and

transmitting said at least one game-related predefined message to said at least one other terminal.

20.   (Original)   The method of claim 19, wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

21.   (Original)   The method of claim 20, wherein the predefined game-related event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the opponent during the game.

22. (Previously Presented) The method of claim 19, wherein the at least one game-related predefined message comprises at least one of:

a game-play message to be sent to the at least one other terminal during a game, and

a game-environment message related to playing a game to be sent to the at least one other terminal before or after the game.

23. (Original) The method of claim 19, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, a video, and a multimedia message.

24. (Previously Presented) A wireless terminal for playing games, the terminal comprising:

 a processor for controlling functions relating to a game;

 a storage device in communication with the processor;

 a primary input in communication with the processor for registering game-related commands input by a user of a wireless terminal;

 a game program operative on the processor of the wireless terminal comprising:

  means for maintaining in the storage device a database identifying at least one set of predefined messages available to send to at least one other terminal;

  means for presenting at least one game-related predefined message to a user of the wireless terminal based on a state of the game; and

  means for selecting, by the user, the at least one game-related predefined message in order to send the at least one game-related predefined message to the at least one other terminal;

 means for modifying, if necessary, the at least one game-related predefined message to match terminal capabilities of the at least one other terminal; and

 means for transmitting said at least one game-related predefined message to said at least one other terminal.

25. (Previously Presented) The wireless terminal of claim 24,

 wherein the state of the game comprises at least one of before a game is being played by the user, during a game being played by the user, after a game has been played by the user, and when a predefined game-related criteria is met; and

 wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

26. (Original) The wireless terminal of claim 25, wherein the predefined game-related event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the opponent during the game.

27. (Previously Presented) The wireless terminal of claim 24, wherein the at least one game-related predefined message comprises at least one of:

a game-play message to be sent to the at least one other terminal during a game, and

a game-environment message related to playing a game to be sent to the at least one other terminal before or after the game.

28. (Original) The wireless terminal of claim 24, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, and a video.

29. (Previously Presented) The online gaming system of claim 1, wherein the at least one other terminal to which the game-related predefined message is to be sent is preselected.

30. (Canceled)

31. (Previously Presented) The online gaming system of claim 1, wherein the at least one other terminal to which the game-related predefined message is to be sent comprises a predefined category of one or more players.

32. (Previously Presented) The online gaming system of claim 31, wherein the predefined category comprises at least one of all players presently online, all players not presently engaged in a game, all players presently initiating a game, all players presently engaged in a game, all

players on the user's own team, all players on an opposing team, at least one player previously defined by the user, and a game platform running the game.

33. (Previously Presented) The online gaming system of claim 32, wherein the at least one player previously defined by the user is defined by a gaming attribute.

34. (Previously Presented) The online gaming system of claim 33, wherein the gaming attribute is the relative ranking of the player.

35. (Previously Presented) The online gaming system of claim 31, wherein the predefined category changes depending on the state of the game.

36-37. (Canceled)

38. (Previously Presented) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises a picture and the terminal capabilities of the at least one other terminal do not support reproducing a picture, and wherein the at least one game-related predefined message is modified by replacing the picture in the at least one game-related predefined message with text describing the picture.

39. (Previously Presented) The online gaming system of claim 1, further comprising:
        a destination database containing records for each of the at least one other terminal, wherein each record comprises the output capacity of the at least one other terminal.

40. (Previously Presented) The online gaming system of claim 39, wherein the means for modifying the at least one game-related predefined message modifies the at least one game-related

predefined message based on the output capacity of the at least one other terminal, wherein the output capacity is determined by accessing the destination database.

41. (Previously Presented) The online gaming system of claim 39, wherein the destination database is located in at least one of the at least one wireless terminal and a game platform running the game.

42. (Previously Presented) The online gaming system of claim 39, further comprising:

   means for logging into the game, wherein each terminal logged into the game has a corresponding record in the destination database.

43. (Previously Presented) The online gaming system of claim 1, further comprising:

   storage means for storing game-related predefined messages, wherein each game-related predefined message is identified by a code and, when a code is sent to the storage means, the storage means recognizes and provides the game-related predefined message identified by the received code.

44. (Previously Presented) The online gaming system of claim 1, further comprising:

   a game platform configured to communicate with the at least one wireless terminal comprised of:

      storage means for storing game-related predefined messages;

      means for a player to log into the game platform; and

      a player database containing records for each player logged in to the game platform, wherein each record comprises the destination address of the logged in player and the output capacity of the terminal of the logged in player;

wherein the game platform is the platform on which logged in players play with each
other.

45. (Previously Presented) The method of claim 19, further comprising the step of at least
one of:

defining the at least one game-related predefined message; and

selecting the at least one destination address to which the at least one game-related
predefined message may be sent.

46. (Previously Presented) An online gaming system comprising:

at least one wireless terminal on a cellular telephone network for running a player client
program, said player client program having a communication link with a game server
program; and

a game platform on a wide area network for running the game server program, and for
providing a platform on which a user of the at least one wireless terminal can play a
game using the player client program, the game platform comprising:

means for the user to log in to the game platform so that the user becomes a
logged-in player in the game;

a player database containing records for each player logged in to the game
platform, wherein each record comprises the destination address of the
logged in player and the output capacity of the terminal of the logged in
player;

means for storing at least one predefined message;

means for determining a state of the game by scanning game-related events in
the game with scanning software;

means for presenting at least one game-related predefined message to the
logged-in player of the wireless terminal based on the state of the game,

wherein the logged-in player selects whether to transmit the at least one
game-related predefined message to at least one other terminal; and

means for modifying, if necessary, the at least one game-related predefined message to
match the terminal capabilities of the at least one other terminal to which the
predefined message is to be sent.

47. (Previously Presented) The online gaming system of claim 46, wherein the at least one
wireless terminal comprises:

means for transmitting a short code representing a particular at least one game-related
predefined message to the game platform, whereby the game platform recognizes the
short code and transmits the particular at least one game-related predefined message
to a specified at least one of the at least one other terminal.

48. (Previously Presented) The online gaming system of claim 47, wherein the game
platform comprises:

a message database for recognizing the short code from the at least one wireless
terminal, for presenting the particular at least one game-related predefined message
represented by the short code to the game platform, and for storing the particular at
least one game-related predefined message.

49. (Previously Presented) The online gaming system of claim 48, wherein the specified at
least one of the at least one terminal is at least one of i) previously specified to the game
platform; ii) specified in communication accompanying the short code from the at least one
wireless terminal; and iii) specified in the message database.

50. (Previously Presented) The online gaming system of claim 12, wherein the at least one
wireless terminal comprises:

means for transmitting a short code representing a particular at least one game-related predefined message, wherein the short code is recognized and the particular at least one game-related predefined message is transmitted to a specified at least one of the at least one other terminal.

51. (Previously Presented) The online gaming system of claim 50, wherein the database maintained in the storage device comprises:

records containing short codes, including said short code, wherein each short code represents at least one of the at least one game-related predefined message.

52. (Previously Presented) The online gaming system of claim 51, further comprising:

a message database for recognizing the short code from the at least one wireless terminal, for presenting the particular at least one game-related predefined message represented by the short code, and for storing the particular at least one game-related predefined message.

53. (Previously Presented) The online gaming system of claim 52, wherein the specified at least one of the at least one terminal is at least one of i) previously specified; ii) specified in a communication accompanying the short code from the at least one at least one wireless terminal; iii) specified in the message database; and iv) specified in the database maintained in the storage device.

54. (Previously Presented) The method of claim 19, further comprising the steps of:

transmitting, by the at least one wireless terminal, a short code representing a particular at least one game-related predefined message;

recognizing the short code; and

transmitting the particular at least one game-related predefined message represented by the recognized short code to a specified at least one of the at least one other terminal.

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55. (Previously Presented) The method of claim 54, further comprising the steps of:

    storing short codes, including said short code, in the at least one wireless terminal, wherein each short code represents at least one of the at least one game-related predefined message.

56. (Previously Presented) The method of claim 55, further comprising the step of:

    storing, in a message database, the particular at least one game-related predefined message represented by the stored short codes.

57. (Previously Presented) The method of claim 56, wherein the specified at least one of the at least one terminal is at least one of i) previously specified; ii) specified in a communication accompanying the short code from the at least one at least one wireless terminal; iii) specified in the message database; and iv) specified in the database maintained in the storage device.

58. (Previously Presented) The wireless terminal of claim 24, further comprising:

    means for transmitting a short code representing a particular at least one game-related predefined message, wherein the short code is recognized and the particular at least one game-related predefined message is transmitted to a specified at least one of the at least one other terminal.

59. (Previously Presented) The wireless terminal of claim 58, wherein the database maintained in the storage device comprises:

    records containing short codes, including said short code, wherein each short code represents at least one of the at least one game-related predefined message.

60. (Previously Presented) The wireless terminal of claim 59, wherein the specified at least one of the at least one terminal is at least one of i) previously specified; ii) specified in a communication accompanying the short code from the at least one at least one wireless terminal; and iii) specified in the database maintained in the storage device.

61. (Previously Presented) The online gaming system of claim 45, wherein the at least one wireless terminal comprises:

    means for transmitting a short code representing a particular at least one game-related predefined message, wherein the short code is recognized and the particular at least one game-related predefined message is transmitted to a specified at least one of the at least one other terminal.

62. (Previously Presented) The online gaming system of claim 61, wherein the at least one wireless terminal further comprises:

    a short code database for storing a plurality of short codes, including said short code, wherein each short code represents at least one of the at least one game-related predefined message.

63. (Previously Presented) The online gaming system of claim 62, further comprising:

    a message database for recognizing the short code from the at least one wireless terminal, for presenting the particular at least one game-related predefined message represented by the short code to the game platform, and for storing the particular at least one game-related predefined message.

64. (Previously Presented) The online gaming system of claim 63, wherein the specified at least one of the at least one terminal is at least one of i) previously specified; ii) specified in a communication accompanying the short code from the at least one at least one wireless terminal;

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iii) specified in the message database; and iv) specified in the short code database in the at least one wireless terminal.